



CP Elite Gundog Levels

Spaniel Novice

Dogs must have passed Spaniel Beginner before attempting this level.

The dog and handler will be considered under test from the moment that they arrive at the venue until the end of the test.

Stop and Stay 10 marks

Two markers are required placed 3m apart. The handler and dog will be walking at heel off lead and when they approach the first marker, the stop whistle will be given and the dog must sit immediately (the handler may halt whilst the dog sits). The handler should then walk away from the dog (ensuring that they are facing away from the dog) until they reach the 3m marker and then turn and face the dog. The dog should stay for 30 seconds once the handler has halted and turned to face it. The handler may only give one whistle cue and any additional cues will be penalised.

At the end of the exercise the handler will re-join the dog.

Note: Cues must be whistle.

Heelwork off lead 15 marks

Three cones will be set up 8m apart forming an L-shape. The dog and handler should move from cone to cone and then back again; this means they will complete one left turn, one right turn and one about turn. The dog will be off lead at all times and there should be no 'bumping' of the dog on the turns. The dog must start off in the sit position and when the pattern has been completed, the handler and dog should halt with the dog in the sit at the heel position. The dog should maintain a consistent position and be attentive to the handler at all times with minimal sniffing.

A maximum of 6 'heel' cues can be used (one at the start, one for each turn and two 'freebies') any additional cues will be penalised. The handler may give a sit cue at the start and end of the test. Dogs can be worked on either the left or right hand side of the handler but must not swap sides during the test.

Note: Excessive use of the lead, overly harsh corrections or harsh tone of voice will result in the test being stopped and no marks being awarded for this exercise.

Recall 10 marks

The dog is to be left in the sit position at the first marker. On the steward's instruction, the lead will be removed and the handler walks forwards to the second marker 8m away, turns and waits for 10 seconds before calling the dog. Only one recall cue is permitted. The dog should return quickly and directly to the handler and sit in front in the present position, without the handler having to cue the sit. The lead must be placed on the dog once it has recalled. Marks will be deducted for extra cues and deviation from a direct path, slow recalls, failing to wait for 10 seconds, stopping to sniff as well as for extra recall cues.

No extra cues are allowed for the stay part of this test, just the initial sit cue. Cues may be verbal, visual or whistle, but not all.

Note: An overly harsh tone of voice will result in the test being stopped and no marks being awarded for this exercise.

Retrieve (seen) 10 Marks

A steward will throw a standard green canvas dummy (1lb) to the 15m marker. The dummy should be in plain sight. The dog should then on one cue, be sent to retrieve the dummy. It should pick up the dummy cleanly (no pouncing on it) and return promptly to the handler with no mouthing, and deliver to hand. The dog can sit or stand to present the dummy. The lead should then be placed on the dog once again. The dog should remain sat whilst the dummy is thrown and must not be restrained by the lead. Extra cue, mouthing, pouncing on the dummy, dropping the dummy, not delivering cleanly to hand or a slow return will result in marks being deducted.

Retrieve (blind) 10 Marks

A steward will throw a standard green canvas dummy (1lb) to the 10m marker. The dummy should be positioned so that it lands in light cover. The dog should then, on one cue, be sent to retrieve the dummy. It should pick up the dummy cleanly (no pouncing on it) and return promptly to the handler with no mouthing, and deliver to hand. The dog can sit or stand to present the dummy. The lead should then be placed on the dog once again. The dog should remain sat whilst the dummy is thrown and must not be restrained by the lead. Extra cue, mouthing, pouncing on the dummy, dropping the dummy, not delivering cleanly to hand or a slow return will result in marks being deducted.

Stop on recall 10 marks

The handler should sit the dog at the first marker and then walk towards the second marker 8m away. On the steward's signal, the dog should be recalled and stopped roughly halfway to the handler. A simultaneous whistle and hand signal can be used. The dog should stop a minimum of 3m from the handler. The dog should remain sat for at least 5 seconds before the handler re-joins the dog. Marks will be deducted for slow sits or additional cues. No verbal cues are allowed for the 'stop'.

Directional retrieve 10 Marks

The dog will be positioned at a hedge or fence, facing the handler at a distance of 2m. The steward will throw 2 standard 1lb green canvas dummies; one to the left of the dog, one to the right. Then actual order will depend on the steward. The dummies should land approximately 4m either side of the dog and should land in short soft cover (e.g. grass). The dog should remain steady to throw and fall with minimal cues from the handler. Once the second dummy has come to rest, the dog must remain steady for 5 seconds before being directed to the last dummy that was thrown. The dog should move immediately it is cued to do so, must retrieve the correct dummy cleanly, and return with it to the handler. It should not attempt to go to the other dummy, nor should it be necessary to use any additional cues. The dog must deliver to hand but does not have to sit in front of the handler.

Gun test 5 Marks

With the dog sat at heel, off lead, a starting pistol will be fired 20m away from the dog. The steward will give a 5 count before the gun is fired and the gun will be pointed upwards. The dog should

remain steady without breaking the sit position and with no barking, whining or crying nor should it show any avoidance behaviour.

This is an all or nothing test.

Hunting 20 Marks

This is a simple test of hunting ability/instinct and the dog is not required to hunt in a pattern or to turn to whistle. The handler should release the dog to work an area of light soft cover (grass, part grown wheat/rape etc. not brambles/nettles etc.). The dog should show a desire to hunt the area at a fast pace (although this is dependant to some extent on breed and it cannot be expected that a Clumber will move as fast as a Cocker). The dog should remain in a reasonable 'beat' area (no more than 10m either side of the handler or in front, dogs ranging further than this should be penalised. The handler and dog team should walk forward for around 5m to show that the dog retains interest in hunting. At the end of test, the dog should be recalled using one cue only. The dog should return promptly on cue and at a fast pace. A reluctant to recall should be penalised.

Fouling the area – deduct 2 marks for each instance (marks to be taken off the total hunting score)

Gradings Max 100 marks.

Not Ready 0-50 marks

Pass 51-60 marks

Good 61-70 marks

Very Good 71-80 marks

Excellent 81-100 marks

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